

SUMMARY OF MODULE 2

1. There are nine distinct phases in the development of an information system. These phases constitute what is known as the system life cycle.
2. A summary of what is done in each phase and the outputs obtained at the end of each phase is given below:

	<i>Phase</i>	<i>What is Done During this Phase</i>	<i>End Product of this Phase</i>
1.	Requirements determination	Determine requirements to be met by the system being contemplated	Set of requirements and their priorities.
2.	Requirements specification	Draw up understandable plan of what the system will provide as outputs. Determine needs and priority by consensus among end users.	Detailed specifications of information to be provided (revised user requirement)
3.	Feasibility analysis	Taking into account available resources such as human, computer, time and money find whether specified requirements can be met.	Feasibility document specifying resource needs and availability, expected cost vs. benefits of system.
4.	System specification	Obtain functional specification based on revised user requirements and feasibility analysis	Functional specification. Budget, time schedule. Physical requirements such as storage and processor.
5.	Hardware study	Determine hardware requirements for system	Hardware configuration - disk space, CPU power.
6.	System design	Logical design of programs, design of data bases, test and implementation plan.	Logical design of programs, data bases and test plan
7.	System implementation	Writing programs, creating data bases, testing programs and operation plans. Documenting system. Training users. Data conversion if needed. Installing system. Trial of system and parallel runs with existing system. Tests to accept system.	Programs, data bases user manual and operational manual.
8.	System evaluation	Find out from users if system meets their needs	Evaluation report with suggestion for improvement
9.	System modification/maintenance	Change system, adding or deleting features to satisfy users (modified) needs.	Improved system containing modifications and improvements.

3. It should be remembered that in a design one may have to go back to an earlier phase in the design based on results obtained in a later phase. The phases are

primarily intended an milestones to assess progress in design.

4. A systems analyst should interact with managers, users, and application programmers in designing a system.
5. A systems analyst must, through discussions with users, determine their information requirements, interact with them during the design phase and explain to them what the system will provide. He must assign priorities among different requirements, analyze and evaluate existing systems and improve them. An analyst must be able to identify and solve management problems in organizations, draw up specifications and oversee implementation. An analyst should evaluate the designed system and modify it if needed.
6. A good system analyst must know the operation and management structure of diverse organizations, must understand both hardware and software features of computers, must exhibit good interpersonal relations, be able to express his/her thoughts well, and be capable of life-long learning.
7. A system analyst should know the use of tools such as data flow diagrams, decision tables, prototyping systems, spread-sheets, data base systems, report generators and graphics systems.